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IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Patent Application of

FOULADI et al

Atty. Ref.: 723-959

Serial No. 09/726,215

Group: 2671

Filed: November 28, 2000

Examiner:

For: METHOD AND APPARATUS FOR BUFFERING
GRAPHICS DATA IN A GRAPHICS SYSTEM

* * * * *

May 29, 2001

Assistant Commissioner for Patents
Washington, DC 20231

Sir:

INFORMATION DISCLOSURE STATEMENT

In accordance with Rule 97, the undersigned attorney submits the documents listed on the attached form PTO-1449. A copy of each document is enclosed.

Applicant also apprises the Examiner of the following information regarding co-pending applications that are not commonly assigned with the present application.

Serial No. 09/412,145

Filed October 5, 1999

Title: Method and Apparatus for Providing Commands to a Command Memory

Serial No. 09/337,293

Filed June 21, 1999

Title: Multi-Format Vertex Data Processing Apparatus and Method

Assignee: ATI International SRL

Beaumont House

Hasting, Christ Church

Barbados, West Indies

The undersigned does not have a copy of these applications, but they are presumably available to the Examiner.

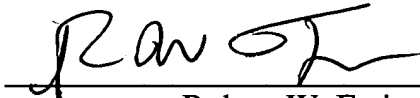
FOULADI et al

Serial No. 09/726,215

The Examiner is requested to initial the attached form PTO-1449 and to return a copy to the undersigned as an indication that the attached documents have been considered and made of record in this case.

Respectfully submitted,

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By: 
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The Examiner's attention is directed to the following related applications and the prior art cited therein.

- Application No. 09/465,754, filed December 17, 1999, (atty. dkt. no. 723-799), entitled "Vertex Cache For 3D Computer Graphics",
- Application No. 09/726,223, filed November 28, 2000 (atty. dkt. no. 723-751), entitled "Z Value Clamping In Near-Z Range To Maximize Precision Of Visually Important Z Components And To Avoid Near-Z Clipping In A Graphics Rendering System",
- Application No. 09/726,215, filed November 28, 2000 (atty. dkt. no. 723-959), entitled "Method and Apparatus for Buffering Graphics Data in a Graphics System ",
- Application No. 09/722,419, filed November 28, 2000 (atty. dkt. no. 723-958), entitled "Graphics Pipeline Token Synchronization",
- Application No. 09/722,382, filed November 28, 2000 (atty. dkt. no. 723-961), entitled "Method And Apparatus For Direct and Indirect Texture Processing In A Graphics System",
- Application No. 09/722,367, filed November 28, 2000 (atty. dkt. no. 723-968), entitled "Recirculating Shade Tree Blender For A Graphics System",
- Application No. 09/726,218, filed November 28, 2000 (atty. dkt. no. 723-960), entitled "Method And Apparatus For Efficient Generation Of Texture Coordinate Displacements For Implementing Emboss-Style Bump Mapping In A Graphics Rendering System",
- Application No. 09/722,381, filed November 28, 2000 (atty. dkt. no. 723-962), entitled "Method And Apparatus For Environment-Mapped Bump-Mapping In A Graphics System",
- Application No. 09/726,216, filed November 28, 2000 (atty. dkt. no. 723-967), entitled "Achromatic Lighting in a Graphics System and Method",
- Application No. 09/726,226, filed November 28, 2000 (atty. dkt. no. 723-964), entitled "Method And Apparatus For Anti-Aliasing In A Graphics System",
- Application No. 09/722,380, filed November 28, 2000 (atty. dkt. no. 723-957), entitled "Graphics System With Embedded Frame Buffer Having Reconfigurable Pixel Formats",
- Application No. 09/585,329, filed June 2, 2000, entitled "Variable Bit Field Color Encoding" (atty. dkt. no. 723-749),

- Application No. 09/726,212, filed November 28, 2000 (atty. dkt. no. 723-956), entitled "Method And Apparatus For Dynamically Reconfiguring The Order Of Hidden Surface Processing Based On Rendering Mode",
- Application No. 09/726,212, filed November 28, 2000 (atty. dkt. no. 723-973), entitled "Method And Apparatus For Providing Non-Photorealistic Cartoon Outlining Within A Graphics System",
- Application No. 09/726,225, filed November 28, 2000, (atty. dkt. no. 723-954), entitled "Method And Apparatus For Providing Improved Fog Effects In A Graphics System",
- Application No. 09/722,664, filed November 28, 2000, (atty. dkt. no. 723-969), entitled "Controller Interface For A Graphics System",
- Application No. 09/726,221 filed November 28, 2000 (atty. dkt. no. 723-955), entitled "Method And Apparatus For Texture Tiling In A Graphics System",
- Application No. 09/722,667, filed November 28, 2000 (atty. dkt. no. 723-971), entitled "Method And Apparatus For Pre-Caching Data In Audio Memory",
- Application No. 09/722,378, filed November 28, 2000 (atty. dkt. no. 723-965), entitled "Z-Texturing",
- Application No. 09/723,336, filed November 28, 2000 entitled "Application Program Interface for a Graphics System" (atty. dkt. no. 723-976),
- Application No. 09/722,663 , filed November 28, 2000 (atty. dkt. no. 723-963), entitled "Graphics System With Copy Out Conversions Between Embedded Frame Buffer And Main Memory",
- Application No.09/722,665, filed November 28, 2000 (atty. dkt. no. 723-970), entitled "Method and Apparatus for Accessing Shared Resources",
- Application No. 09/723,335, filed November 28m, 2000 (atty. dkt. no. 723-972), entitled "External Interfaces For A 3D Graphics and Audio Coprocessor",
- Application No. 09/726,220, filed November 28, 2000 (atty. dkt. no. 723-974), entitled "Graphics Processing System With Enhanced Memory Controller",
- Application No. 09/722,390, filed November 28, 2000 (atty. dkt. no. 723-966), entitled "Low Cost Graphics System With Stitching Hardware Support For Skeletal Animation", and

- Application No. 09/722,421, filed November 28, 2000 (atty. dkt. no. 723-953), entitled "Shadow Mapping In A Low Cost Graphics System".


**INFORMATION DISCLOSURE
CITATION**

ATTY. DOCKET NO.

SERIAL NO.

723-959

09/726,215

APPLICANT

FOULADI et al

(Use several sheets if necessary)

FILING DATE

GROUP

November 28, 2000

2671

U.S. PATENT DOCUMENTS

*EXAMINER INITIAL	DOCUMENT NUMBER	DATE	NAME	CLASS	SUBCLASS	FILING DATE IF APPROPRIATE
	5,748,986	5/1998	Butterfield et al.			
	5,448,689	9/1995	Matsuo et al.			
	5,657,045	8/1997	Katsura et al.			
	5,657,443	8/1997	Krech, Jr.			
	5,659,673	8/1997	Nonoshita			
	5,740,406	4/1998	Rosenthal et al.			
	5,751,930	5/1998	Katsura et al.			
	5,754,191	5/1998	Mills et al.			
	5,822,516	10/1998	Krech, Jr.			
	5,838,334	11/1998	Dye			
	5,886,701	3/1999	Chauvin et al.			
	5,940,089	08/1999	Dilliplane			
	5,995,120	11/1999	Dye			
	6,023,738	2/2000	Priem et al.			
	6,088,701	07/2000	Whaley et al.			
	6,092,124	7/2000	Priem et al.			

FOREIGN PATENT DOCUMENTS

DOCUMENT	DATE	COUNTRY	CLASS	SUBCLASS	TRANSLATION YES NO

OTHER DOCUMENTS (including Author, Title, Date, Pertinent pages, etc.)

	White paper, Huddy, Richard, "The Efficient Use of Vertex Buffers," (11/01/2000)
	White paper, Spitzer, John, et al., "Using GL_NV_array_range and GL_NV_Fence on GeForce Products and Beyond" (08/01/2000)
	White paper, Rogers, Douglas H., "Optimizing Direct3D for the GeForce 256" (1/3/2000)
	White paper, "Technical Brief, AGP 4X With Fast Writes - A Unique NVIDIA GeForce 256 Feature" (11/10/1999)
	Hook, Brian, "An Incomplete Guide to Programming DirectDraw and Direct3D Immediate Mode (Release 0.46)," printed from web site: www.wksoftware.com , 42 pages
	Thompson, Tom, "Must-See 3-D Engines," BYTE MAGAZINE, printed from web site www.byte.com , 10 pages (June 1996)
	Thompson, Nigel, "Rendering with Immediate Mode," Microsoft Interactive Developer Column: Fun and Games, printed from web site msdn.microsoft.com , 8 pages (March 97)
	"HOWTO: Animate Textures in Direct3D Immediate Mode," printed from web site support.microsoft.com , 3 pages (last reviewed 12/15/2000)
	"INFO: Rendering a Triangle Using an Execute Buffer," printed from web site support.microsoft.com , 6 pages (last reviewed 10/20/2000)

*Examiner

Date Considered

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.